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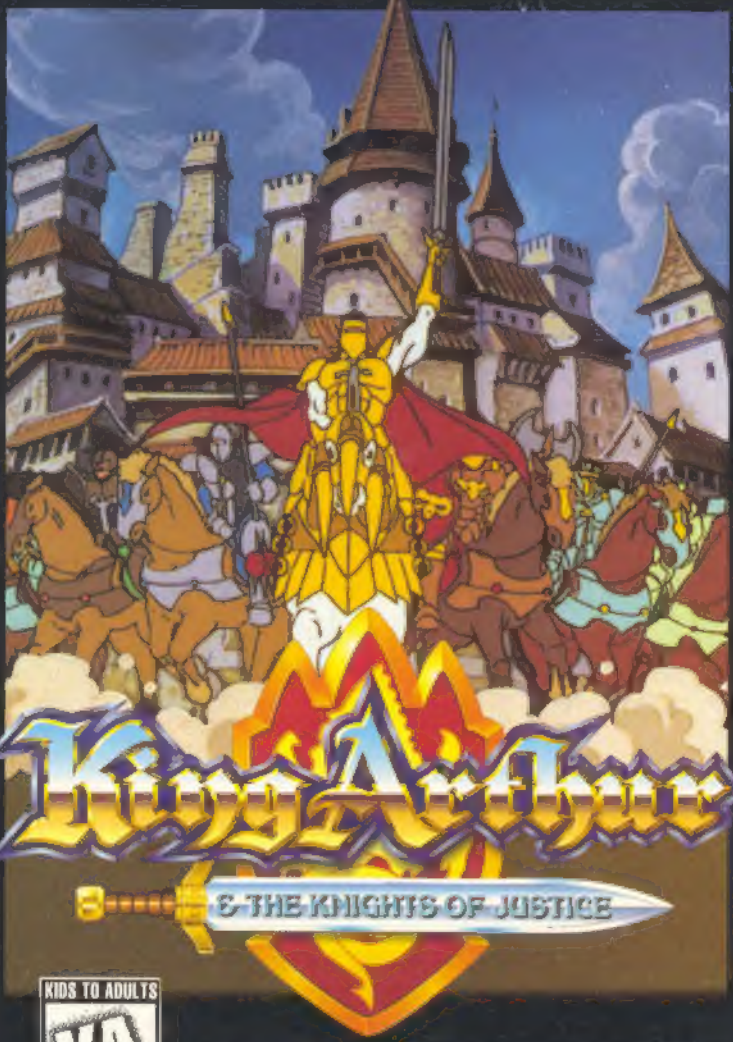

King Arthur™

& THE KNIGHTS OF JUSTICE

KIDS TO ADULTS

K-A

AGES 6+

INSTRUCTION BOOKLET

ENIX

SUPER NINTENDO ENTERTAINMENT SYSTEM

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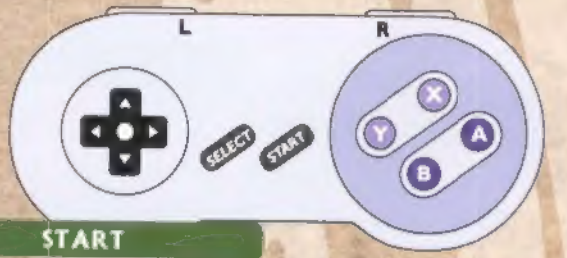
THE QUEST

The sorceress Morgana has cast a shadow upon the Kingdom. She has imprisoned King Arthur and his Knights of the Round far beneath her mountain castle in the Cave of Glass. Her evil Warlords dominate the land with an iron fist. England is in a perilous time. But a gleam of hope has dawned. Merlin, using his crystal orb, has found a brave team of warriors in the distant future. Lead by Arthur King and called "The Knights," they are famous for their valor in the game of football. Merlin believes that their familiar names are a sign of fate. Summoning every ounce of his vast and ancient powers, he has brought these men back in time. You are Arthur King. Accompanied by your friends, you must face the treacherous Warlords and the many pitfalls of these lands to retrieve the lost Twelve Keys of Truth. Only then may you return home. The Lady of the Table has used her magic to make you Knights of Justice. So be off! And luck be with you!

CONTROLLER FUNCTIONS

Below is a description of control features for this game. Each button on your controller has one basic function. You will find it very easy to learn these features as you play. Enjoy!



START

*Press the **Start Button** to begin play or to see the menu.*

L BUTTON

*The **L Button** is not used in this game and has no effect.*

A BUTTON

*You will use the **A Button** for launching your special attack.*

Y BUTTON

*Use the **Y Button** to shield-block at medium to high position.*

CONTROL PAD

*Use the **Control Pad** to move. Also use it to move the cursor.*

SELECT

*The **Select Button** will change characters only during battle.*

R BUTTON

*The **R Button**, like the L Button, is not used for this game.*

B BUTTON

*Whenever you wish to swing your weapon, press the **B Button**.*

X BUTTON

*Use the **X Button** to project a low block with your weapon.*

BEGIN

Now that you are familiarized with the controls you are ready to begin your quest. After powering up you will see the Start Screen. You may choose either the Start or Password options.

Start

Select the Start option if you want to start a new game from scratch. You will be shown a sequence of animated scenes and words that tell you what you must know to embark upon your quest. Your knights await you with Merlin at the Castle of Camelot. There you will begin.

Password

When you end a game, a password is used to keep that game in memory. Use the password option to re-enter that password and resume your game where you left it.

KNIGHT SELECT SCREEN

In the Round Table Room you may choose the two knights who will accompany you. Here the Knights of Justice stand side-by-side in full armor, ready to use their new powers to rescue the King.

screen 1

screen 2

1 Knight

This screen shows the knight under your cursor. Move the cursor to see other knights. Press your B Button to be shown a profile of the knight under your cursor.

2 Knight name

The name of the knight under your cursor is shown here. You will learn to recognize a knight and his abilities by his name, for the Lady of the Table has given each knight a magical ability which invests him with his special powers.

1 Knight name

When viewing the knight's profile, you will see his name at the top.

2 Special Items

Shown here are the weapons the knight carries, including items he has found during the quest.

3 Powers

The energy levels for the powers of Life Force, Defense, Strength, and Speed are shown here.

PLAY SCREEN

At times, there can be a lot of action happening all at once on the play screen. The following breakdown will help you learn to watch for vital statistics while in the heat of battle.

1 Knight's health

This is the Health Meter for one of the two knights of Justice who is traveling with Arthur.

2 Knight's health

This Health Meter is for the second Knight traveling with Arthur.

3 Arthur's health

This Health Meter keeps you, Arthur, advised of your physical health.

4 Enemy

Morgana's legions are spread out over the land. They may attack at any time, as this one has.

5 Arthur's power

Under the Health Meter is Arthur's Power Meter. You are at full power when the bar is green.

6 Your party

This is Arthur and the two brave Knights of Justice who accompany him.

THE MENU

You may access the menu by pressing Start during game play. Move your cursor over the feature that you wish to choose and press the Select Button. This will take you to a new screen.

1 The Map

If you select the map feature, you will be shown your location on the map (look for the shield). This screen allows you to view the entire Kingdom and its key features.

2 Inventory Screen

Choose the bag if you wish to look at the Inventory Screen. Here you will see the special items that your party is carrying and which of these items you are able to use.

3 Option Set-Up Screen

Select the game control item to change features such as volume and whether or not you want to have music in the background during game play. Other options are available.

4 Knight profile Screen

The fourth choice will list all the Knights of Justice. Move the cursor over one and press Select to view his profile.

MAP VIEW

Use the Map Screen to view the valuable map that Merlin gave you. Use it to find mountains, swamps, forests, and towns - all the places where the Twelve Keys of Truth might be hidden.

1 Mountains

The mountains of this Kingdom are a true proving ground for the knight. Here you will confront vicious foes and treacherous pitfalls. Maze-like passages threaten to delay you. You must stay alert if you are to meet these challenges.

2 Water

Although they are very lovely, the waters that you see in these lands are not as safe as they look.

3 Forest

Within the forest you will find many hidden places and items. There are also people with whom you may talk. Most of level one occurs here.

4 Castle

The castles are now held by warlords like Spike, Bash, and Hammer. Here you will fight your biggest battles. Each castle is full of hidden doorways and passages.

5 Swamp

The swamp is a dark and dangerous place to travel. Strange creatures lie in wait for any passerby. Dead ends are very common. Many of your enemies are hidden here.

INVENTORY SCREEN

Select the Inventory Screen from the menu to see what items you have and how many. To use an item, like an Herb , move the cursor to it and press the B Button.

1 Items

These are the items that your party is carrying. When you need something to complete a task, look here to see if you have it. Some items are used to re-energize you.

2 Number of Items

You and your two knights could be carrying several of any one item. You may place the cursor over an item and look at this number to see how many of it you have.

3 Name of Items

Within the box at the bottom of the screen you'll find the name of the item that is under your cursor. This will allow you to know the proper use of this item.

OPTION SET-UP SCREEN

The Option Set-Up Screen gives you several choices for modifying game features. This screen is activated in the menu by selecting the game control. The options are as described below.

1 Music

Music can add excitement to the game. Use the Music option to switch the music between mono and stereo, to adjust its volume, or to turn the music completely off.

2 Sound Effects

The sound effects can be activated by switching the Sound Effects option to "on." To turn off all sound effects, switch the Sound Effects option to "off."

KNIGHT PROFILE SCREEN

Using the Knight Profile Screen you will be able to determine a knight's strengths and his weaknesses. This will allow you to decide which knight is most suited for the task at hand.

Screen 1

Screen 2

1 Knight List

When you select the knight icon on the menu, you will get a list of all the Knights of Justice, those being Arthur, Breeze, Brick, Darren, Gallop, Lancelot, Lug, Phil, Tone, Trunk, Wally, and Zeke. The names of the knights currently in your party are shown in blue. To see a profile of any of the twelve knights, move the arrow to the knight's name and press the B Button.

1 Knight Name

This is the full name of the knight whose profile you are viewing.

2 Special Items

Here you will see all the special items that this knight has collected during your quest.

3 Powers

This chart shows the knight's energy levels for each of his powers.

THE KNIGHTS OF JUSTICE

Each of the twelve brave Knights of Justice has his own unique talents, his own special weapons, and a very individual personality. They are all excellent friends and powerful allies.

Arthur

Arthur is a fair and bold leader who has gained the trust and confidence of his Knights. Brave in battle and strong in friendship, he is the bond that holds the Knights of Justice together. Once he retrieves Excalibur and the Pendragon Shield, he gains the special dragon attack and becomes a fierce adversary indeed. Arthur is very much at home in this land of challenge and honor.

Breeze

Deft wielder of the Pike, calm in the face of danger, Breeze is renowned for his "cool skill" in battle. Like the Sphinx whose mark he bears upon his shield, he gazes fearlessly and stolidly into the eye of his foe, generally turning all but the bravest into jelly. Arthur relies upon Breeze for his level-headed wisdom.

Brick

As a lineman for The Knights, Brick demonstrated his abilities as "The Brick Wall." After Merlin transported him to Fifth Century England, Brick had no trouble adapting. He has learned to wield bricks with deadly accuracy. The mark of the Bat on his shield tells of his ability to stand fearlessly in the midst of battle.

Darren

Darren carries the shield of the Griffin and wields a crossbow with piercing aim and ruthless justice. Darren has many good intentions and means well, but he has a weakness for getting into trouble. Even so, his skill with a crossbow and clear vision make him a strong ally.

Gallop

No ordinary armor can stand the ferocious onslaught of Gallop's mace. Bearing the shield of Cerebus, the dog god, Gallop is the fastest runner of the Knights of Justice. He feels most at home when moving swiftly, which is why he loves horses so much and is a master rider.

Lancelot

Lance, as he is known to the Knights, sports the shield of the Lion and bears the lance as his weapon. He is a likable fellow and is always ready with a joke. Being lion-hearted, as his shield suggests, Lance likes to take the lead, oftentimes marching off without heeding Arthur.

Lug

Ever since Arthur called him a "big lug" because of his huge stature, the name has stuck. Lug uses the old pig skin as his weapon, and to great effect indeed! His shield bears the sign of the Octopus. He is very powerful, and often seems to be everywhere at once during a battle.

Phil

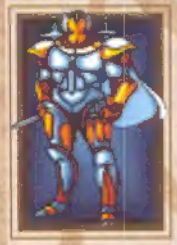
Phil wields the flaming mace and the Sword of the Panther. When he is not busy in the great feast hall, stuffing his face with the latest delicacies of Camelot's master chefs, he serves Arthur and his friends with undying loyalty in their quest for the precious Keys of Truth.

Tone

"Tone" is short for Antonio. He is Italian and his thick accent is hard to understand at times. Tone is a master blacksmith and can build anything. He once built a hang glider, which amazed even Merlin. His weapon is the battle hammer and his shield bears the mark of the Serpent.

Trunk

Trunk is not the smartest among the Knights of Justice. His intelligence has been likened to that of a tree stump, hence his nickname. But he swings his battle ax with deadly skill and he has, by virtue of his Ram shield, the power to beckon the services of the ram at any time.



Wally

The skill of a swift and darting attack is what Wally brings to Arthur's Knights. As a running back, he was well-known for his ability to dodge the tackle. With the agility and speed of the Falcon whose shield he carries, he deftly wields his daggers and razor-like swords.

Zeke

Zeke's shield is the Hydra, the many-headed dragon. His weapon is the spear. In his heavy Bronx accent, he could tell you the molecular composition of anything. He's a natural-born scientist and loves to spend his spare time splitting atoms and thinking about the universe.

ITEMS

Each of the following items will play an important part in the completion of your quest.

BARREL OF CIDER

The Blacksmith will accept this item as payment for some special armor.

BOOK OF ELD

Get this book from the Blacksmith for Erek of Tintagel.

EYE OF NEWT

This item is an essential ingredient for creating spells.

FLOWERS

Found by the sea, these flowers are often sought after by map makers.

GEM

With the right spell, this Gem will open up the secret entrance to Gruesome Keep.

GOLDEN CHALICE

A treasure guarded by the people of Welton Village.

HAIRBALL

An essential ingredient for creating spells.

IRON

The Blacksmith requires this item to forge new armor.

IVORY PEDESTAL

The secret hiding place for one of the keys of truth??

MAP FRAGMENT

The map maker may give this to you if you have something of value.

NIGHTSHADE

This item is an essential ingredient for creating spells.

MONKSHOOD

This item is an essential ingredient for creating spells.

SCROLL

Use in the Gnome woods to discover a hidden key.

SHAVING OF HORN

Find these shavings to save Squire Everett's life.

TWO JEWELS

When used with the Golden Chalice...

WARLORD HELMET

Seek this item for trade with the Blacksmith.

WOOD

Fuel for the Blacksmith's fire.

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